5   METHOD FOR IMPROVING USAGE OF A GRAPHIC USER INTERFACE
                              POINTING DEVICE

ABSTRACT OF THE DISCLOSURE

10   A two part method for improving the usage of a pointing device by a physically

impaired user is disclosed. A first method is provided for learning how a user moves

the pointing device by acquiring motion data for a user and generating motion vectors

corresponding to when the user moves from source point icons to destination point

icons. A second method of combining the learned user motion data with an

15   application program where the user navigates the pointing device to select program

icons on a graphical user interface (GUI) screen is provided. The method determines

when the actual motion vector is similar to a previously acquired motion vector with a

similar source point. The method predicts a destination point icon and highlights and

locks the prediction icon until the user either actuates the iconor generates motion

20   vectors that indicate that another destination point icon is the more likely destination.

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